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About This Game

Created by a dad and his 11 year old son, Best Buds is a 2D run'n'gun where you'll have to team up and battle the foul creations of Doctor Jushaan's twisted genius and escape from his digital prison dimension. Travel to 11 different worlds, all presented in classic 16-bit style, with a catchy chip-tune soundtrack and lots of over-the-top weapons!

GAME FEATURES

- A varied and imaginative arcade platformer, full of blasting action and a whole lot of exploring to uncover secrets and hidden areas!
- Discover special power-ups such as tanks, skateboards, mine carts, TNT, giant-buds, mini-buds, banana napalm, donuts of death and many more!
- Equip insanely powerful, silly, and just plain deadly weapons to defeat the evil army and gain access to new areas. Equip shrink-rays, lasers, ice-cream blasters, buzzsaw guns, homing missiles, and more!
- Gigantic evil bosses and over 100 varied enemies to fight, many fresh from the imagination of an eleven year-old boy.

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- 11 different worlds, pixelated in 16-bit Arcade machine style, with plenty of modern touches including detailed background animation, multi-layered parallax, weather and special effects.
 - Replay the game with a whole new level of challenge in REPLAY+ mode.
 - Since this is a Super Icon game, there are plenty of references to classic games, such as Ghosts 'n Goblins, Green Beret, Bionic Commando, Black Tiger, and loads more!

THE CONCEPT

Sometimes the ideas for the most addictive games don't come from traditional sources, like brainstorming meetings of development teams. Instead, they just pop up organically. That is the case here, Best Buds vs Bad Guys is a 2D run 'n' gun from a game developer Dad and his 11 year old son, with a special message behind it. Richard and Lucas both have a love of classic pixel art games, and always wanted to develop a game of this genre together.

"We call each other 'best bud', and really wanted to create a game together. We both love classic pixel art games; exploring and discovering cool stuff, shooting lots of nasties! So from there the concept was born, a game about teamwork, battling bad guys and using stupidly powerful weapons and power-ups to do it. A game about good over evil and about friendship, overcoming difficulties, and kicking bad-guy butt!"

"We wanted to create an authentic retro experience which draws upon Lucas' imaginative ideas for enemies and levels and my admiration & love of classic 80s/early 90s arcade machine games like Contra, Ghosts 'n Goblins, Green Beret, Mega Man, Bionic Commando and more."

THE BAD GUYS

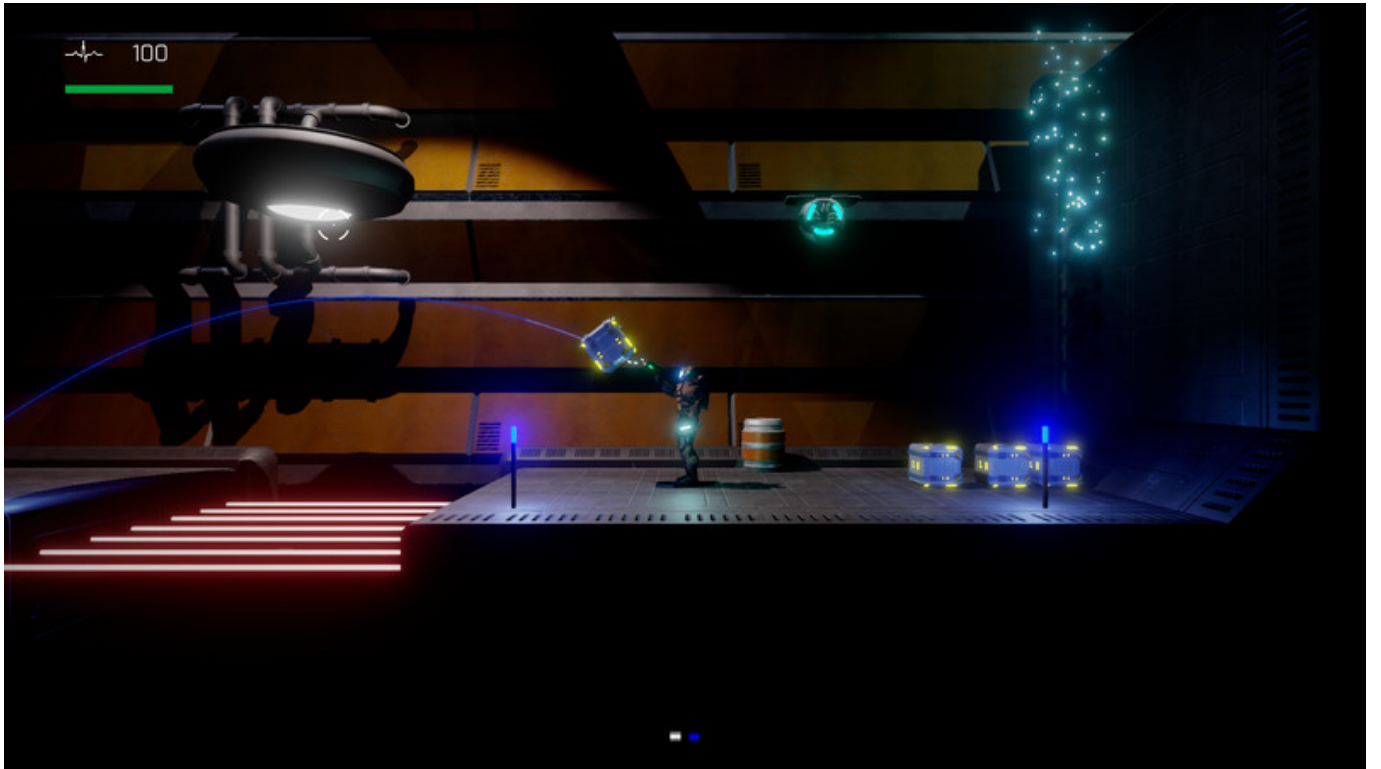
We love themed enemies and themed levels; and this is on full display in Best Buds! Each enemy and boss has been lovingly crafted to have a distinct look, theme, and personality. And we love variety and diversity too - so that's why we pixelated over 100 of them, Nasty!

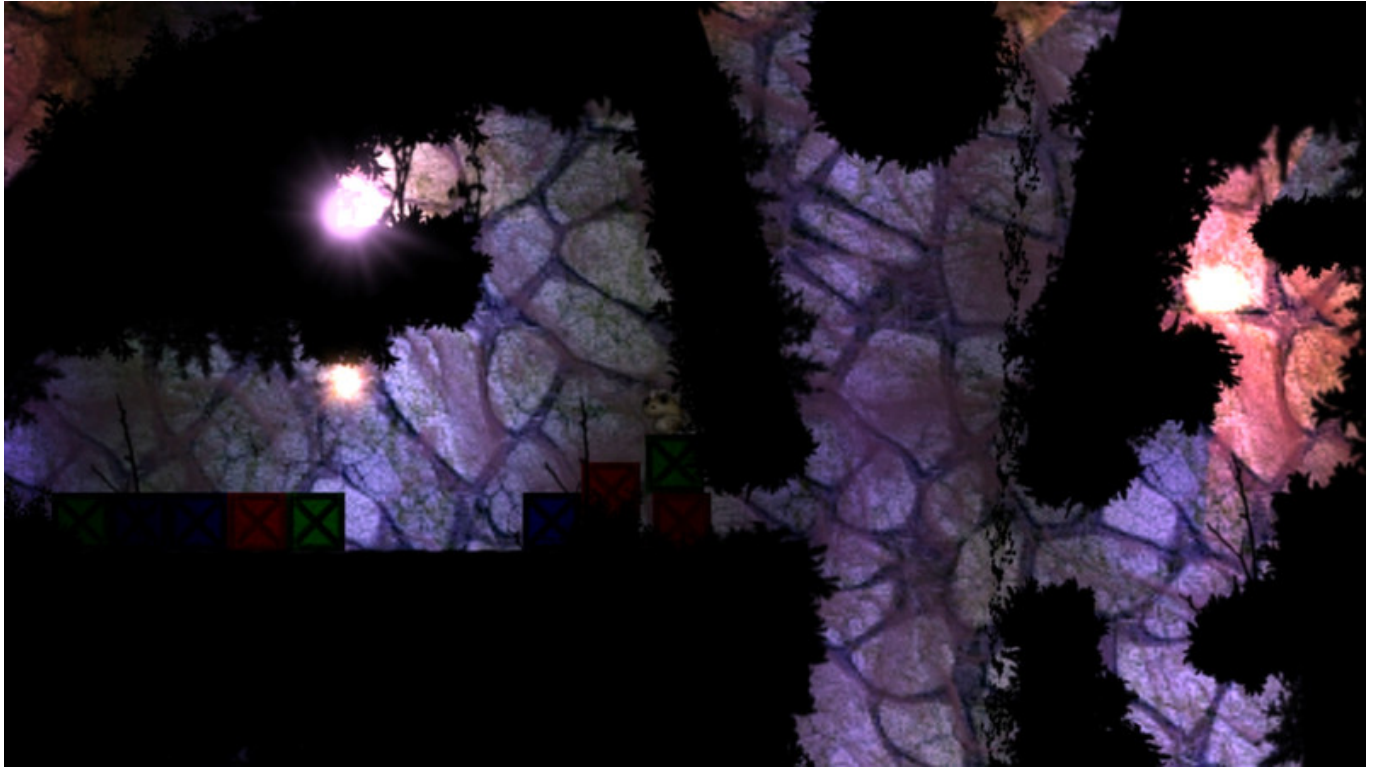


Title: Best Buds vs Bad Guys
Genre: Action, Indie
Developer:
Super Icon Ltd
Publisher:
Super Icon Ltd
Release Date: 7 Dec, 2016

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English







Best DLC so far. Great addition of ancient near east armies, including Egyptians, Assyrians and Babylonians! So few (if any) games delve into this period of history, and from a warfare point of views its very interesting. Like previous dlc, it doesnt add any new mechanics, those normaly come in free patches, so this is only for someone who has an interest in this particular period of History. Overall a brilliant addition.. Can I just point out that I played this offline for a few days so Steam hasn't recorded the fact that I've actually put about 10h into this game

Hmmm. I played the 1st one, out of desperation - it was the only game I had installed on my PC that I hadn't clocked, and that was unlocked - didn't need an online key for - in a week where I had no internet. It was fine, passable. It had it's flaws, but it was passable.

This particular installation, however, I am sorry that it is not. I liked the corny story of the first one - except for the ending where you get killed by a freaking mushroom in a cutscene thing . That part of the story was meant to be corny irony, but they didn't really pull it off.

Pros:

The graphics are much better, and the maidens really are something to look at now. Thumbs up for that.

Cons:

They took everything that worked in v1, and messed with it.

There is tons of back-and-forth in these missions, they are less linear - where you would be transported to an area with a defined goal in the first, now you have to keep going back to places you have already visited repeatedly to unock a tiny bit more of the map at a time, usually by talking to some guy and doing something with the last guy so that you can talk to the next guy. I got tedious at about the point that I quit.

The control scheme is ruined. It's harder to navigate. This is merely a side-effect of...

They changed the camera angle. Now you can rotate the camera, but you can see less (the camera is too close) with a more isometric V top down view, you feel really restricted after playing the previous game. It's painful.

The story is long winded and drawn out. With the first it was always just action action action - back to base to heal - teleport to some more bad guys - Now it's go back to the other side of the map, talk to some girl, got tot eh other side of the map, talk to some other girl, steal her chicken, go to the other side of the map, hug some trees, go to the other side of the map, cook the chicken, go to the other side of the map, talk to some girl and give her the cooked chicken, go to the middle of the map, talk to some girl to join your party, go back to the tree hugging place, talk to some girl... Oh goody! a mission!

I only discovered halfway through the 1st game that there are a limited number of potions in the world... that is to say, once you have bought the shop (wizard) out, that's it, you can't get any more. I discovered this just in time to really start conserving them for the invetible boss-battle. So glad I did. If i'd had none, at the final boss I'd have needed to have replayed the entire game again, conserving health as best I could. That would'a happened, sure. Same messed up scheme here.

OH THIS IT THE WORST PART: The battles where you have to protect some NPC - So you get into a fight, right? (yeah, finally). but you gotta take this gimp with you that you have no control over. He is an idiot, too. He rushes in headlong in some random direction, and if you don't keep up with him, he'll go in 1v6 Solo, and die:Game Over -Try Agia. If you do keep up with him, he'll rush in and try and play meatshield so you gotta take out the guys he's fighting. but as soon as you do, he will rush straght for the next batch. Remember that some of your strongest guys in your party are very slow (can move very few tiles per turn) and the more you protect him (kill the guys doing damage to him) the further from your best characters he runs, making it harder and harder to fight these... Oh he's dead:Game Over - Try Again. That is of course presuming that you can follow him at all - when he starts goig for it, you don't even always know where he runs off to - the fight may be over several screen-widths, and you may be trying to move one of the slower characters up toward the battle when it's won, so he rushes off on his own, you

don't even see where he goes, so you run forward to find him only for him to have doubled back and gone the other way... on his own... This wouldn't be quite so bad if it didn't switch between a free-roam mode when out of combat and a turn-based mode when in combat. I can't be bothered explaining why, except that he can get into trouble faster than you can get to him. Yay.

That's pretty much all that I can think of at the moment, but the combination of drivel, tedious and unexciting mini-missions, restricted camera views, and suicidal NPC's in battles are what broke it for me.. Beat Hazard 2 Theme (5:16) alone is worth the money!. Brings it back to the epicness [sic] of the original Phillip of Macedon campaign.. It's kinda hard, you 'll need good reflexes.

Never played a game like this, really different , but kinda fun.

The Art-style is simple , but not bad.
worth buying!. Purple haze, all in my brain
Lately things they don't seem the same

i had to restart it to do the first thing in the tutorial when it wouldnt register which was quick turning around. then again because the tractor beam gun couldnt interact with the objective. then again but the turning again didnt register. then the teleporting wouldnt work so couldnt grab the bat so restarted again but still cant get the gun to grab the star ect...ect... so spent half an hour restarting a game to unsuccessfully finish a tutorial. Some of the units in this pack are taken from "Armies of the Ottoman Empire" by David Nicolle. Fun times again building bridges. No slopes though or collecting stars this time, but good fun anyway.

Anyway took me about 3 hours to complete the first area, so i already got my moneys worth and i still have 2 areas to explore.

[EDIT]

I talked about broken achievements earlier iun this reviewish thing, that is now fixed 2 days later. :bigups:. Got room trapped by a jason started dancing jason hit me twice then bear hugged me 10V10 would lock myself in a room with a unopenable window and dance again. Amazing game, if this is just the start i can't wait to see more, for a early alpha this game have less truble than game that i played in past after the release date. the game is a classic RPG with a really nice tactical turn base system combat,you can move , attack or cast, fight are balance and weakness really nice, even the climatic situation have influence on your spell. i cant really wait for more content to test.

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